

NINTENDO DS™

NTR-ARDE-USA

Disney's
AMERICAN DRAGON
JAKE LONG
ATTACK OF THE
DARK DRAGON

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OFFICIAL TACTICAL
INSTRUCTION BOOKLET

<< DARK DRAGON VOLUME >>

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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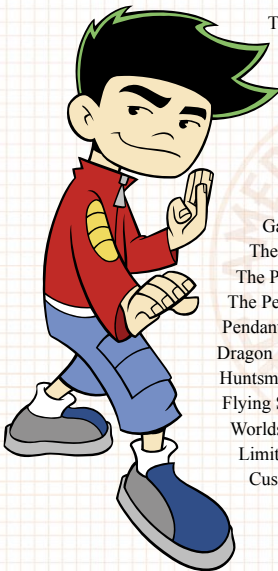
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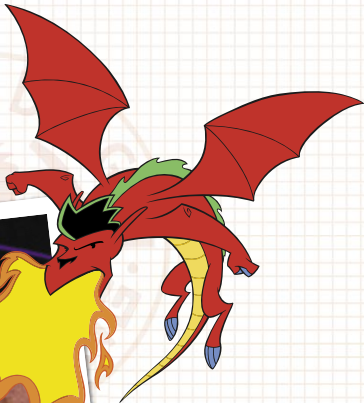
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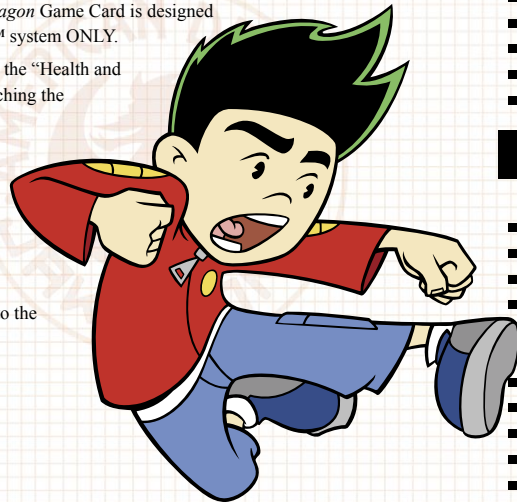
The Story

The Dark Dragon, number one enemy, has captured Jake's sweetheart Rose. Jake is determined to rescue her. To help him on his journey, Grandpa has given Jake an ancient dragon artifact: the Dragon Pendant. This magical pendant will channel Jake's focus into powers of dragon's fire, dragon scales, and dragon wings. Will Jake be able to focus on the task at hand, and use his new abilities to their fullest? Or will he fall flat and lose Rose?

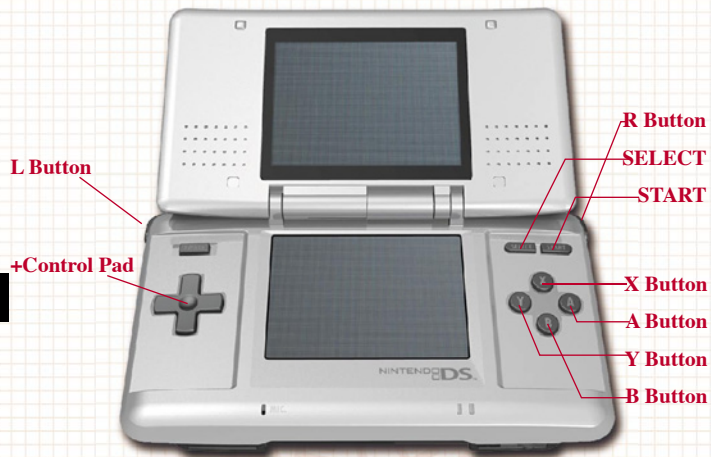


Getting Started

1. Make sure the POWER switch is **OFF**.
2. Insert *Disney's American Dragon: Jake Long - Attack of the Dark Dragon* Game Card into the Nintendo DS™ slot.
3. Turn the POWER switch **ON**.
NOTE: *Disney's American Dragon: Jake Long - Attack of the Dark Dragon* Game Card is designed for the Nintendo DS™ system **ONLY**.
4. Please read and accept the "Health and Safety" screen by touching the bottom screen.
5. If the game does not automatically launch, select the **American Dragon** icon from the DS launch screen.
6. Select your desired language to continue to the Main Menu.



Menu Controls



+Control Pad Up and DownHighlight menu options.

A ButtonSelect.

Touch ScreenSelect with the stylus or your finger.

Game Modes

You can choose either single or multiplayer mode.

Single Player Mode

When you first start, use the **+Control Pad** to choose to start a new game or load a previously saved game. There are also some other options:

Copy File

Use Copy File command to save a copy of a saved game.

Delete File

The Delete File command deletes a saved game. Can't be undone!

Multiplayer Mode

Select Multiplayer to play the multiplayer game. Wireless multiplayer feature is activated, and a message displays on the lower screen:

"Searching for other players. Please wait."

As other players are found, their names appear on the screen:

- Player 1: (player 1's name)
- Player 2: (player 2's name)
- Player 3: (player 3's name)
- Player 4: (player 4's name)



Once locked in, each player plays as a different colored dragon:

- Player 1: Jake's red dragon form
- Player 2: Blue dragon
- Player 3: Green dragon
- Player 4: Purple dragon

When the battle begins, players take to the sky, blasting fire at each other while trying to fly through rings. Flying through a ring changes it to that player's color. When all of the rings match, that player is the winner.

Players can foil each other by blasting fire. If a player is shot down his rings are freed.

When the match ends, the players are posted to the lower screen in the order that they failed, with the winner's name displaying on top. The winner's dragon cheers on the top screen with confetti dropping. The host player has the option to rematch or quit. If the host rematches, the win/lose stats will continue to be tracked.

Number of players: 2-4 players can square off.

Objective: Each Dragon must find and fly through as many Goal Rings as they can. Doing so will mark them as their own. The first Dragon to claim all of the Goal Rings on the playfield.

Getting the advantage: blast your foes to force their Goal Rings to be lost, then claim them as your own. Fly through special Power Ups to gain Speed Boosts or fire power.

Controls: steer the dragon with the **+Control Pad**, and perform sharp turns by "air braking" with the **L** or **R Button**.

Fire a volley of Sparks using the **Y Button**. **Tip:** Holding **L** and **R** together will stop the player in space.

Radar: watch the radar to keep an eye on your foes and their progress. When they are off screen, you can still keep tabs on them by following the large pointer."

Pausing or Saving Your Game

Pausing the Game

To pause the game, press **START**. To resume press **START** again.

Saving the Game

The game auto saves after completing a level, flying stage, or boss fight.

Game Over

If Jake is defeated and has no lives in reserve, the game is over. On the bottom screen, you can choose what Jake should do:

1. **Continue** at the beginning of the last level, flying stage, or boss fight.
2. **Quit**



Game Controls

Playing as Jake

When playing as Jake, you can punch, kick or jump:

+Control Pad **Move** left or right.

B Button **Jump.** Hold the button down longer to make Jake jump higher.

Y Button **Punch.** Press the **Y Button** several times in quick succession when close to an enemy to execute a combination of punches and kicks.

+Control Pad Down and Y or X **Kick** (low).

+Control Pad Down and B Button **Drop** through a soft floor.

A Button **Kick.**

START **Pause** the game. You can resume or quit using the Touch Screen after pausing.

Close DS **Sleep** (pause the game).

Open DS **Wake Up** (resume from Sleep mode).

Tap the middle of the Touch Screen when highlighted! You can also tap the dragon icon on the Touch Screen to switch into Dragon Mode.

You stay in Dragon Mode until your Dragon Focus Meter is empty. Focus Meter drops over time. Faster if you use advanced moves. No drain for being hit.

Game Controls

Playing as the American Dragon

When in Dragon Mode, you have many more moves and attacks. You can use your special Dragon Powers by filling them up with focus points:

+Control Pad **Move** left or right.

Y Button **Melee Attack.** Press the **Y Button** several times to perform melee combo. This only happens when making contact with enemies, otherwise this combo does not occur.

X Button Activate the current magic (the one at the top of the pendant).

B Button **Jump.**

A Button in air Horizontal spark blasts.

A Button and **+Control Pad Down** Diagonal spark blasts.

Y Button in air Diagonal downward kick dash. Use this attack to sweep up your enemies like a broom collecting trash! You can catch multiple enemies with a combo attack.

Hold L or R Button **Rotate** pendant left or right (You can also tap and drag on the touch screen to rotate the pendant).

A Button **Spark Blast.** Unleashes the Max Attack. (Tap Max Attack icon at bottom of touch screen).

The Dragon Pendant

Grandpa has given Jake a Dragon Pendant, a special necklace that Jake wears around his neck. It will help him focus his Dragon Powers against the Dark Dragon's plot.

- As Jake, the outer ring is grayed out, and cannot be used. The central icon fills with power as Jake collects focus points.
- As the American Dragon, the outer ring and central icon are in color, and can be rotated around the Dragon Pendant to select which dragon power to use.

The Pendant: Playing as Jake

When playing as Jake, you collect focus points to fill up the center area of the pendant. You collect focus points by defeating your enemies. When Jake touches a focus point, the center area of the pendant fills a little more.

Once the pendant is filled to maximum it will flash, and you can touch the dragon icon to transform into Dragon Mode. You're ready to attack!

Touch the center of the Dragon Pendant to *Dragon up!*



The Pendant: Playing as the Dragon

When playing as the American Dragon, three new symbols are added to the ring around the edge of the pendant:

- | | |
|----------------------|---|
| Dragon's Fire | Red, the color of fire. Shoots Dragon's Fire missiles that take out enemies instantly or burn away blockades. |
| Dragon Scales | Yellow, the color of Jake's underbelly scales. Gives temporary invincibility. This power drains 1 focus point per ¼ second. |
| Dragon Wings | Green, the color of Jake's spines. Lets Jake hover. |



To *select* a dragon power to use, drag it to the top of the pendant using the touch screen or the **R Button**. For example, if you want Dragon's Fire, rotate the red icon to the top of the pendant. You can only use one dragon power at a time.

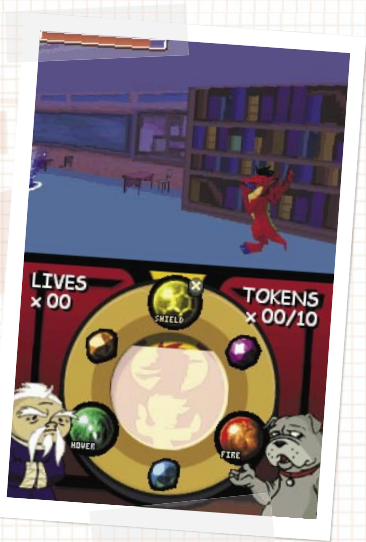
To use the selected dragon power, press the **X Button**.

Dragon Stones

There are six slots on the Dragon Pendant: three dragon power icons and three smaller dragon stone icons. Jake can collect and store dragon stones in the pendant. They come in three colors: blue, purple, and orange.

Dragon stones can be activated by touching them on the touchscreen. When you touch a colored dragon stone, it spreads a blast of that color on the screen and any transparent mystic blocks of that color become solid.

For example, you might find some transparent blue blocks floating over some water. To make them solid so that you can jump from block to block, touch a blue dragon stone on your pendant.



Huntsman Statues

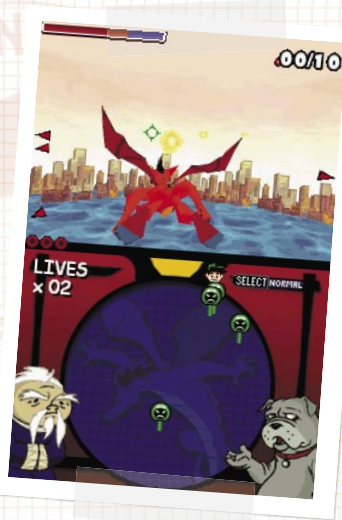
Throughout the game, be on the lookout for special Huntsman Statues. These special Huntsman Statues contain golden coins. Collect all 10 of the golden coins to get a special game ending.

Flying Stages

In some of the stages, Jake will take on other flying foes in full 3D action. In the flying stages, Jake needs to take out the propeller trolls, valkyries, and shadow dragons that are causing chaos over the city.

In each flying stage, there are floating rings that Jake can fly through. Rings have different functions:

Red Ring	Increase Fire Power
Green Ring	Speed Boost





Worlds

New York City

Grandpa tells Jake that trolls are running wild on the streets ahead! Jake runs through the streets, across rooftops, through the skies of New York, and finally into Central Park where he'll come face to face with the evil Huntsman!

Back to School

As Jake crosses into the school yard, past fences and up the front stairs, students are running around in total fear. Don't get run over! The students don't mean to hurt Jake, but hey, they're running for their lives! There are more trolls here, just like in the last world. Jake needs to make his way through the school yard and bus depot, the school building, the locker room, and out onto the football field to meet the level's boss.



The Jersey Bridge

At Grandpa's advice, Jake decides to stretch out his search and head onto the Jersey Bridge, avoiding cars and crumbling sections. From there, it's down into the tunnels, riding on top of the subway cars, working his way past more enemies from the Huntsclan. He then goes back into the skies above the New York bridges, past more propeller trolls. Finally, it's into the water treatment plant, where he'll encounter satyrs and harpies on his way to another henchman of the Huntsman: the Millipede Wizard!



Worlds

The Docks

Jake has made it down to the docks. Boats pass by, unloading more and more enemies, including more sirens, lagoon monsters and even bigger Huntsclan members. He must make his way along the docks, jumping from boat to boat when necessary, then fly over the ocean past more harpies and propeller trolls toward the large statue in the harbor.

The Dragon's Den

All Jake needs to do in this world is make his way past more huntsmen, statue warriors, shadow dragons, and who know what else to get to Rose!

